Team 3D'S

Members:
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Project Name: LineBuster

**1.0 Project Preferences**

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<th>Danny</th>
<th>Steve</th>
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**2.0 Qualifications and Tradeoffs**

2.1 Strengths and Qualifications
- **Drew**: Java, Systems, Networking (Application Layer), Databases, Project development
- **Dave**: Java, Networking (Application and Transport Layer)
- **Danny**: Java, Networking (Application Layer)
- **Steve**: Java, Networking (Application and Transport Layer), Databases, Figuring out API’s

2.2: Tradeoffs, Constraints, and Special Considerations:
We would have to familiarize ourselves with the existing API. Learn more about wireless networking.

**3.0 LineBuster (Tomax)**

3.1 Approach
First of all, learn the API. Unfortunately it is difficult to design a system without being familiar with the application environment. However, we suspect that since cache registers perform extremely similar tasks, we could model our design from it.

3.2 Implement considerations
Speed and capacity of the handheld device. Wireless difficulties.